

Amendments to the claims:

This list of Claims will replace all prior versions and listings of Claims in the Application:

1       1. (Currently Amended): A video game system comprising:  
2           a) an output screen;  
3           b) a hand-held video game controller having control buttons for inputting commands  
4           to manipulate images on the output screen through a cord;  
5           c) video game software interfacing between the hand-held video game controller and  
6           the output screen; and  
7           d) an interactive video game controller adapter detachably engaged with the hand-  
8           held video game controller and shaped to simulate the real-life activity emulated  
9           by the video game, wherein the control buttons of the hand-held video game  
10          controller are activated when the corresponding input controls of the adapter are  
11          activated.

1       2. (Original): The video game system as claimed in Claim 1, wherein the adapter has input  
2           controls shaped to simulate the real-life activity emulated by the video game.

1       3. (Canceled).

1       4. (Original): The video game system as claimed in Claim 1, wherein a different adapter is  
2           provided for each different video game of the video game system.

1       5. (Currently Amended): A video game input device comprising:  
2           a) a hand-held video game controller having control buttons for inputting commands  
3           to manipulate video game images on an output screen of a video game system  
4           through a power cord; and  
5           b) an interactive video game controller adapter detachably engaged with the hand-  
6           held video game controller and shaped to simulate the real-life activity emulated  
7           by the video game, wherein the control buttons of the hand-held controller are  
8           activated when the corresponding input controls of the adapter are activated.

1       6. (Original): The video game input device as claimed in Claim 5, wherein the adapter has

2           input controls shaped to simulate the real-life activity emulated by the video game.

1           7.       (Canceled).

1           8.       (Original): The video game input device as claimed in Claim 5, wherein a different  
2           adapter is provided for each different video game of the video game system.

1           9.       (Currently Amended): The video game input device as claimed in Claim 5, wherein the  
2           hand-held video game controller is used with a Sony Playstation™ video game system.

1           10.      (Originally Amended): The video game input device as claimed in Claim 5, wherein the  
2           hand-held controller comprises:

3           a)        a main body[[,]];  
4           b)        a pair of circular base plates formed on a top face of the main body and spaced  
5           from each other a predetermined distance; and  
6           c)        two projections formed on a rear face of the main body.

1           11.      (Currently Amended): The video game input device as claimed in Claim 10, wherein the  
2           control buttons of the hand-held controller are formed on the base plates, the projections,  
3           and the top face of the main body of the controller.

1           12.      (Currently Amended): The video game input device as claimed in Claim 10, wherein the  
2           hand-held controller comprises a pair of push buttons formed on the top face of the main  
3           body, a pair of handgrips formed on opposite ends of the main body, and a power cord  
4           extending from the rear face of the main body for electrically connecting the hand-held  
5           controller to the video game system.

1           13.      (Currently Amended): The video game input device as claimed in Claim 10, wherein the  
2           adapter comprises a main body, two arms extending from the main body, a lip formed on  
3           a front portion of the main body for engaging with the hand-held controller between the  
4           base plates, a cutout defined in each arm for receiving the corresponding base plate of the  
5           hand-held controller, and a receiving space formed in the main body for receiving a  
6           portion of the hand-held controller.

1       14. (Currently Amended): The video game input device as claimed in Claim 13, wherein the  
2              adapter comprises a retractable handle outwardly extending from one of the two arms, a  
3              rotatable knob outwardly extending from the other of the two arms, a rod inwardly  
4              extending from each of the handle and the knob into the receiving space, and an end  
5              portion perpendicularly extending from each rod, each end portion being positioned  
6              proximate the control buttons formed on the corresponding projection of the hand-held  
7              controller whereby manipulation of the knob and handle causes the end portions to  
8              activate the corresponding control buttons.

1       15. (Original): The video game input device as claimed in Claim 14, wherein the adapter is  
2              used with a video game having an animated onscreen character, the main body of the  
3              adapter corresponding to a head of the character, the arms of the adapter corresponding to  
4              the arms of the character whereby pulling the handle away from the main body of the  
5              adapter causes the character to pull an onscreen object and rotating the knob causes the  
6              character to spin an onscreen object.

1       16. (Currently Amended): An interactive video game controller adapter for detachably  
2              engaging with a hand-held video game controller, the interactive video game controller  
3              adapter comprising a body and shaped to represent the unique characteristics of a video  
4              game, the interactive video game controller adapter further comprising input controls  
5              being configured to manipulate and activate control buttons on the a hand-held video  
6              game controller ~~through input controls to and thereby~~ manipulate images of a video game  
7              on a remote screen coupled to the hand-held video game controller.

1       17. (Currently Amended): The interactive video game controller adapter as claimed in Claim  
2              16, wherein the adapter ~~the~~ input controls are shaped to simulate the real-life activity  
3              emulated by the video game.

1       18. (Canceled).

1       19. (Currently Amended): The interactive video game controller adapter as claimed in Claim  
2              18 further comprising a main body, two arms extending from the main body, a lip formed  
3              on a front portion of the main body for engaging with the hand-held controller, a cutout  
4              defined in each arm for receiving corresponding engaging portions of the hand-held

5 controller, and a receiving space formed in the main body for receiving a portion of the  
6 hand-held controller.

1 20. (Currently Amended): The interactive video game controller adapter as claimed in Claim  
2 19 further comprising a retractable handle outwardly extending from one of the two arms,  
3 a rotatable knob outwardly extending from the other of the two arms, a rod inwardly  
4 extending from each of the handle and the knob into the receiving space, and an end  
5 portion perpendicularly extending from each rod, each end portion being positioned  
6 proximate the corresponding control buttons of the hand-held controller whereby  
7 manipulation of the knob and handle causes the end portions to activate the  
8 corresponding control buttons.

1 21. (Original): The interactive video game controller adapter as claimed in Claim 20, wherein  
2 the adapter is used with a video game having an animated onscreen character, the main  
3 body of the adapter corresponding to a head of the character, the arms of the adapter  
4 corresponding to the arms of the character whereby pulling the handle away from the  
5 main body of the adapter causes the character to pull an onscreen object and rotating the  
6 knob causes the character to spin an onscreen object.